Decomposing the *d*-Cube into Simplices

Ben Storlie

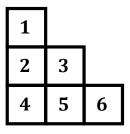
Scripps College

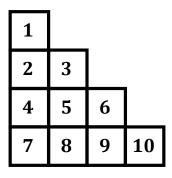
April 18, 2013

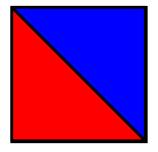
$$1+2+3+\cdots+n$$

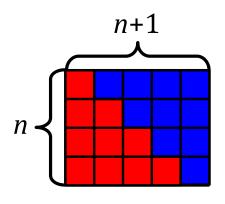
1

1 2 3







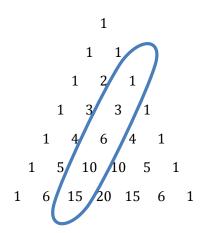


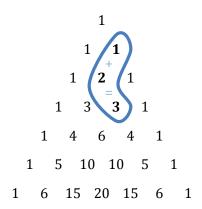
$$1+2+3+\cdots+n=\frac{n(n+1)}{2}$$

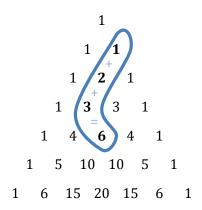
Pascal's Triangle

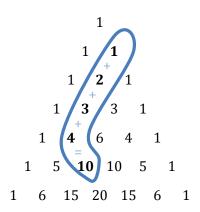
```
2
   3 3 1
  4 6 4
 5 10 10 5 1
6 15 20 15 6 1
```

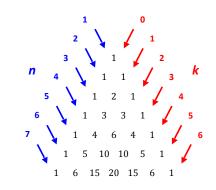
Pascal's Triangle











$$\frac{n(n+1)\cdots(n+k-1)}{k!} = \frac{(n+k-1)!}{(n-1)! \, k!}$$



The triangular numbers are when k = 2, so the *n*th triangular number is $\frac{n(n+1)}{2}$.

$$1 + (1+2) + (1+2+3) + \dots + (1+\dots+n)$$

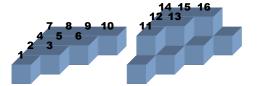
$$= \frac{1 \cdot 2}{2} + \frac{2 \cdot 3}{2} + \frac{3 \cdot 4}{2} + \dots + \frac{n(n+1)}{2}$$

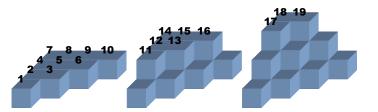
$$1 + (1+2) + (1+2+3) + \dots + (1+\dots+n)$$

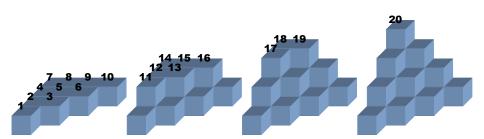
$$= \frac{1 \cdot 2}{2} + \frac{2 \cdot 3}{2} + \frac{3 \cdot 4}{2} + \dots + \frac{n(n+1)}{2}$$

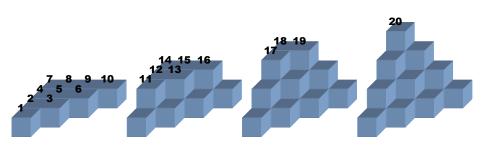
$$= \frac{n(n+1)(n+2)}{6}$$











$$1 + 3 + 6 + 10 = 20$$

► Triangle(
$$n$$
) = $\frac{n(n+1)}{2}$.

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 $Triangle(n) = \frac{n(n+1)}{2}.$

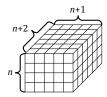


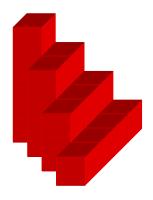
► Tetrahedron(n) = $\frac{n(n+1)(n+2)}{6}$

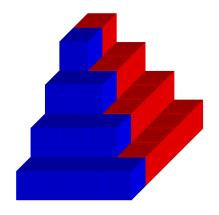
 $Triangle(n) = \frac{n(n+1)}{2}.$

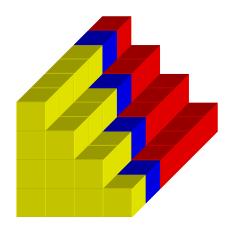


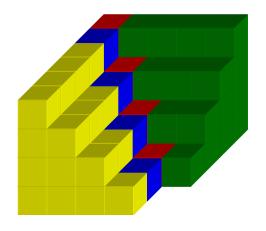
► Tetrahedron(n) = $\frac{n(n+1)(n+2)}{6}$

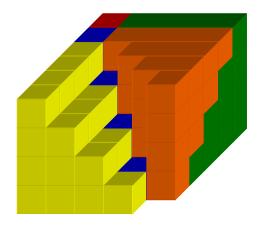


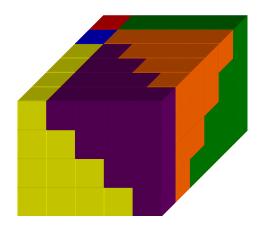




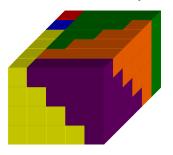


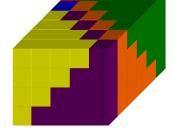






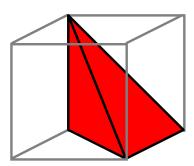
There is more than one way to divide up the rectangular prism.

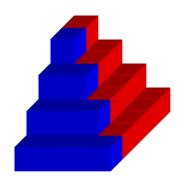


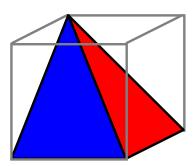


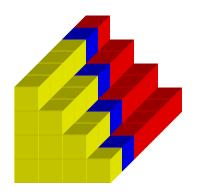
How many ways are there?

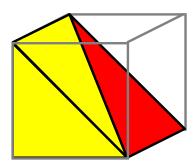


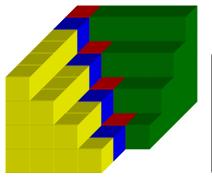


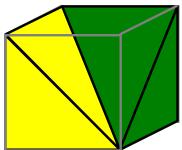


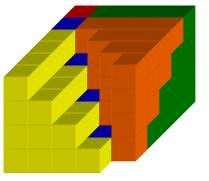


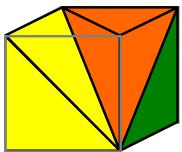


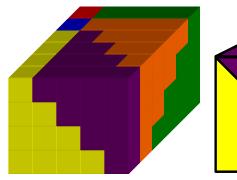


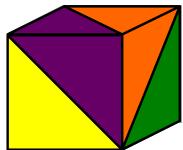




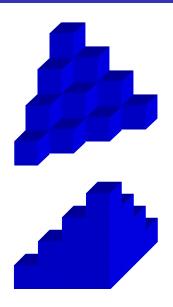


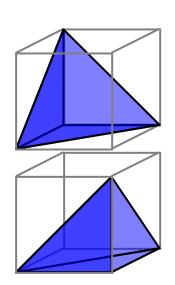




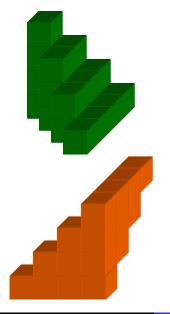


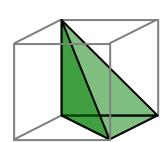
A Tetrahedron

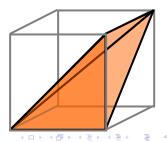




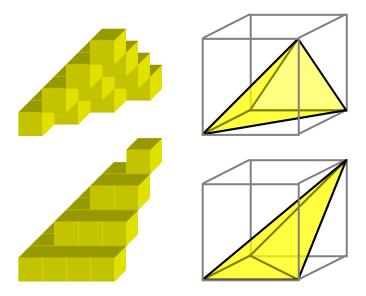
B Tetrahedron



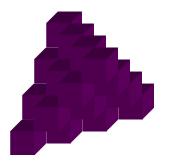


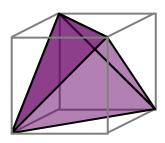


C Tetrahedron

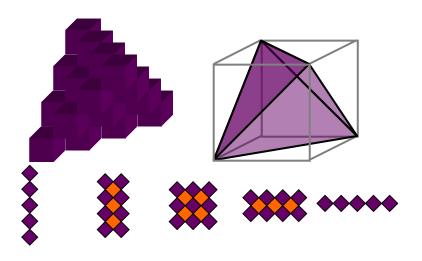


D Tetrahedron

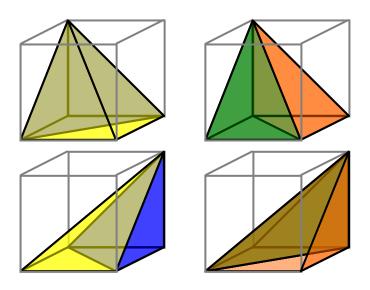




D Tetrahedron



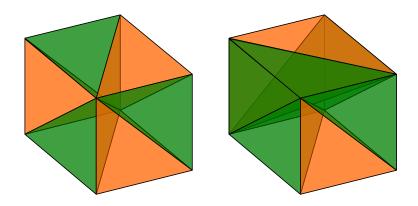
Lemma

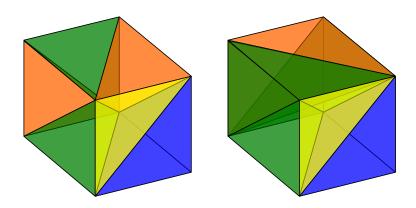


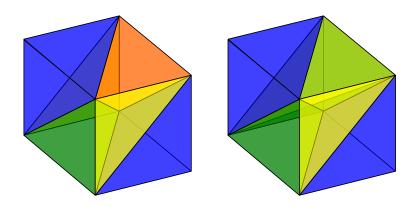
Lemma

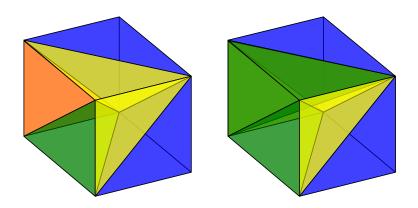
- ► As and Cs always come together in pairs in the shape of a square pyramid like this.
- For any given tiling, every AC pair can be replaced with a pair of Bs, creating a tiling with only Bs.
- ► So, every tiling with only **B**s can be used to generate a set of tilings made of **A**s, **B**s, and **C**s.

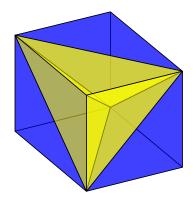
Decompositions With Only B Tetrahedra

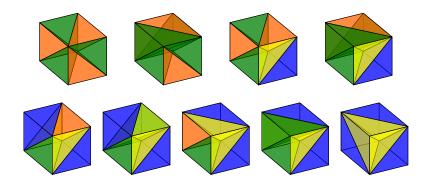










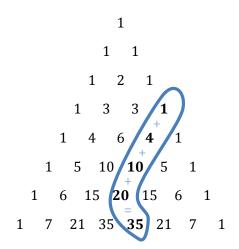


What's next?

What's next?

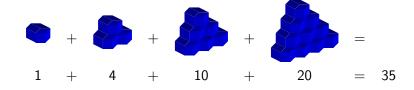
Four dimensions!

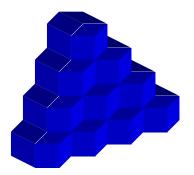
Hockeystick Theorem, Again

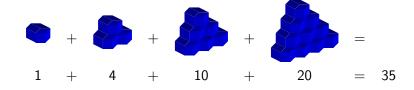


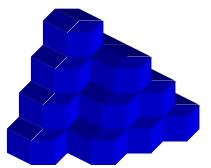
Hockeystick Theorem

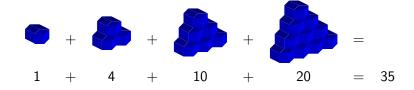
Hockeystick Theorem

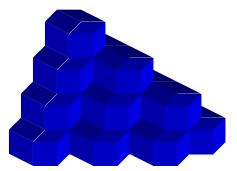


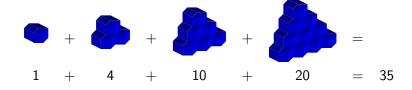


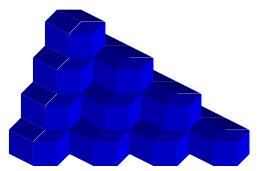






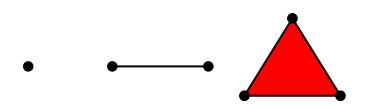


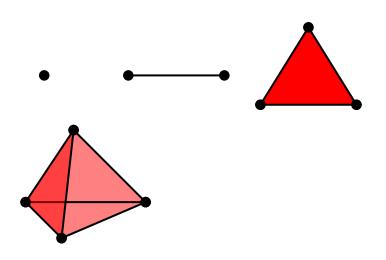


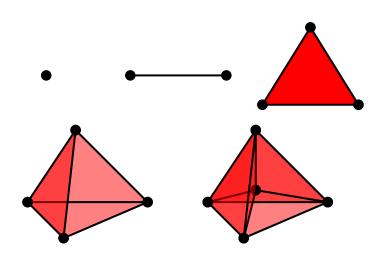








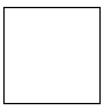




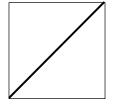
$$\frac{\frac{n(n+1)}{2!}}{\frac{n(n+1)(n+2)}{3!}}$$

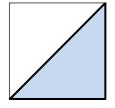
$$\frac{n(n+1)(n+2)(n+3)}{4!}$$

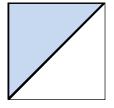
Standard Decomposition

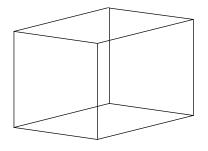


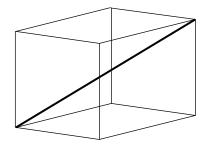
Standard Decomposition

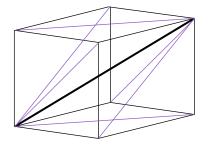


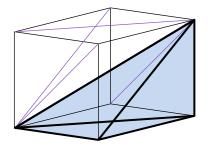


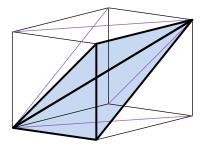


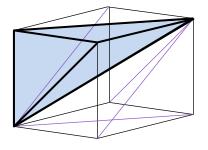


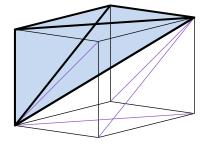


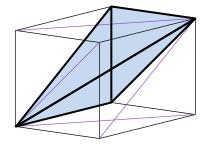


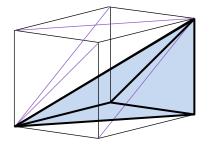


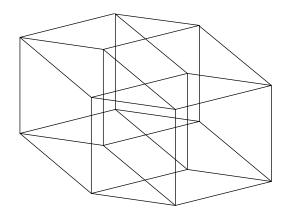


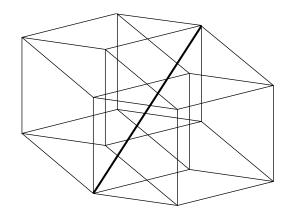


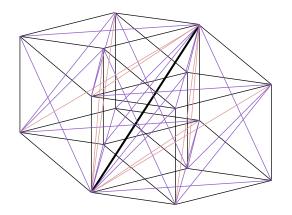


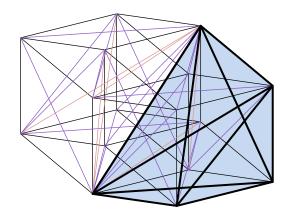


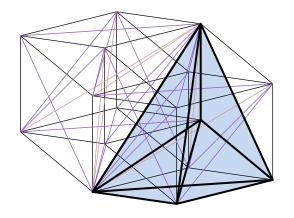


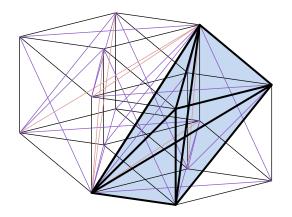


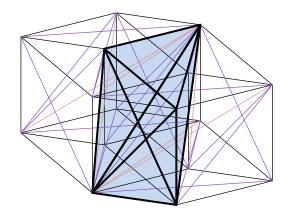


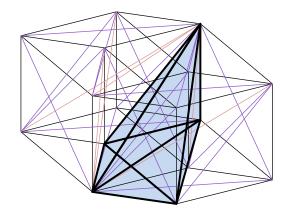


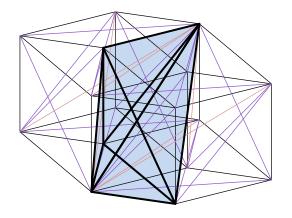


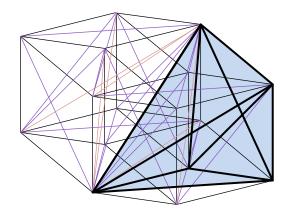


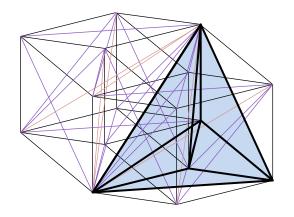


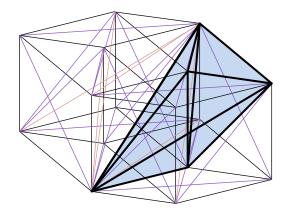


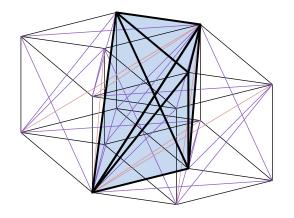


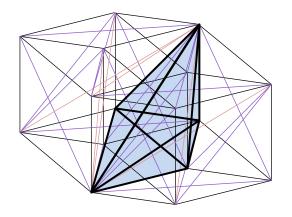


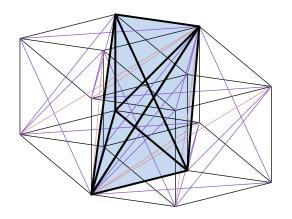


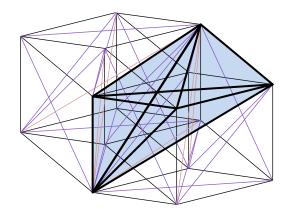


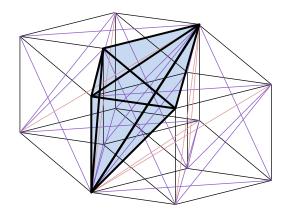


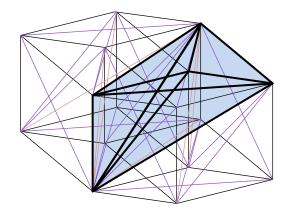


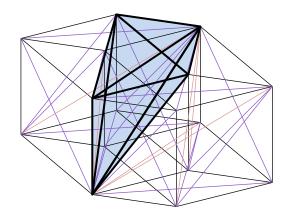


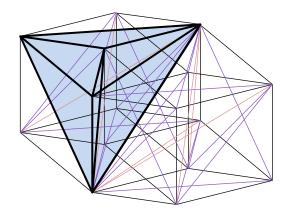


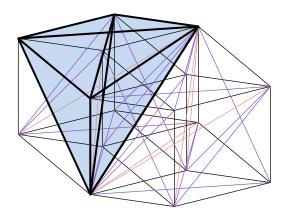


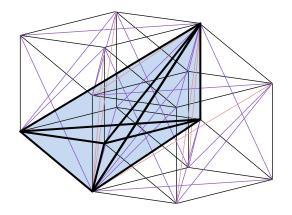


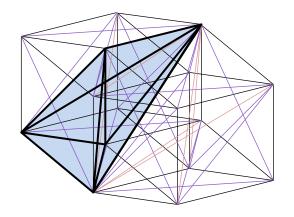


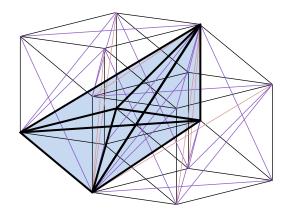


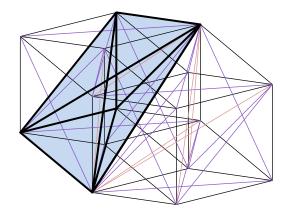


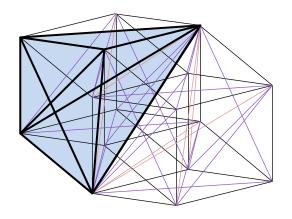


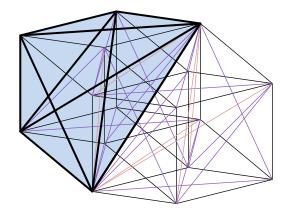


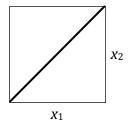


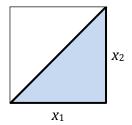


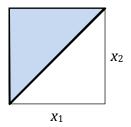


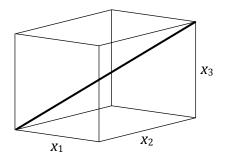


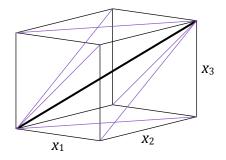




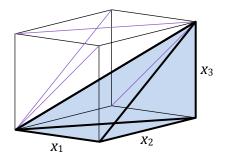




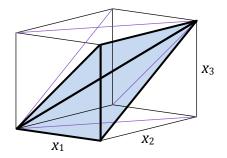




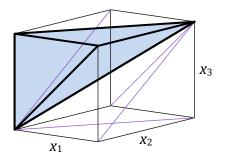
$x_1 \ge x_2 \ge x_3$



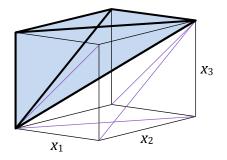
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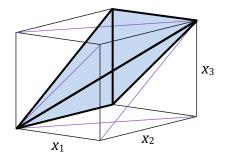
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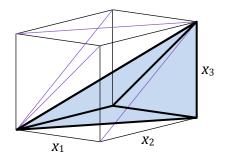
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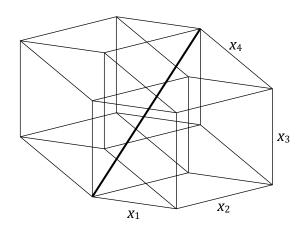


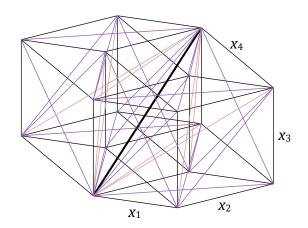
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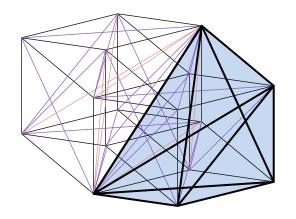
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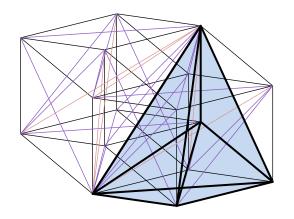




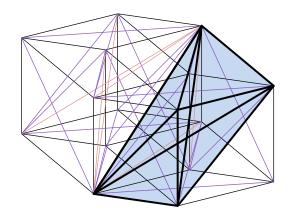
$x_1 \ge \overline{x_2} \ge x_3 \ge x_4$



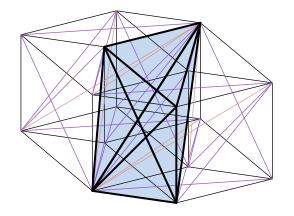
$x_1 \ge \overline{x_2} \ge x_4 \ge x_3$



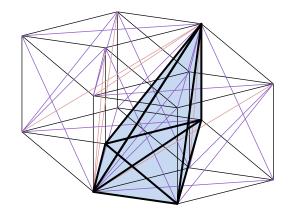
$x_1 \ge \overline{x_3} \ge x_2 \ge x_4$



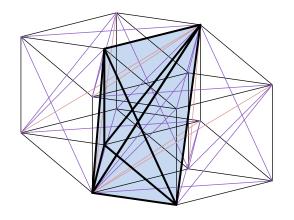
$x_1 \ge x_3 \ge x_4 \ge x_2$



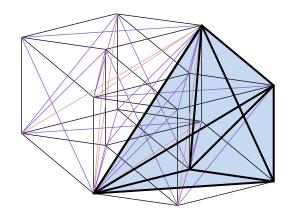
$x_1 \ge \overline{x_4} \ge x_2 \ge x_3$



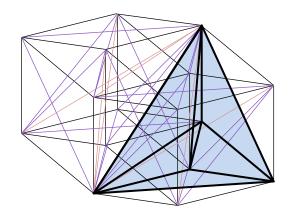
$x_1 \ge x_4 \ge x_3 \ge x_2$



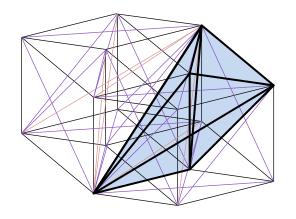
$x_2 \ge \overline{x_1} \ge x_3 \ge x_4$



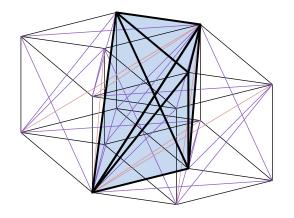
$x_2 \ge \overline{x_1} \ge x_4 \ge x_3$



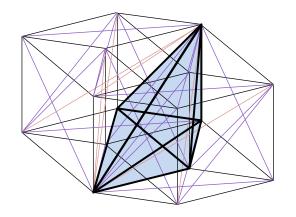
$x_2 \geq x_3 \geq x_1 \geq x_4$

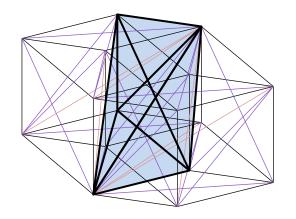


$x_2 \ge \overline{x_3} \ge x_4 \ge \overline{x_1}$

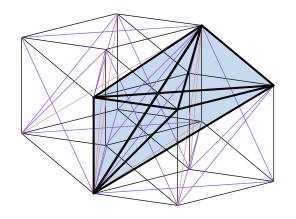


$x_2 \ge \overline{x_4} \ge x_1 \ge x_3$

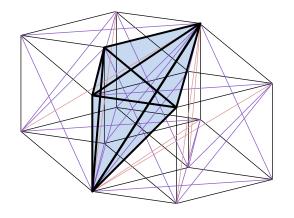




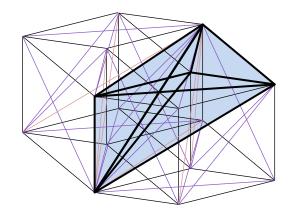
$x_3 \ge x_1 \ge x_2 \ge x_4$



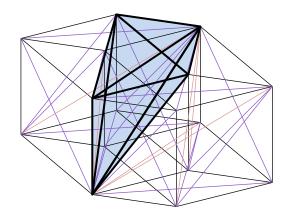
$x_3 \ge \overline{x_1} \ge x_4 \ge \overline{x_2}$



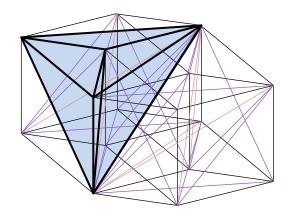
$x_3 \geq x_2 \geq x_1 \geq x_4$



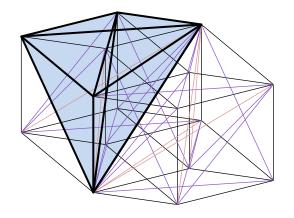
$x_3 \ge \overline{x_2} \ge x_4 \ge x_1$



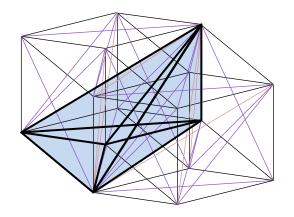
$x_3 \ge \overline{x_4} \ge x_1 \ge x_2$



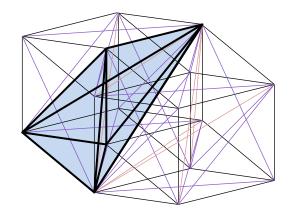
$x_3 \ge \overline{x_4} \ge x_2 \ge x_1$



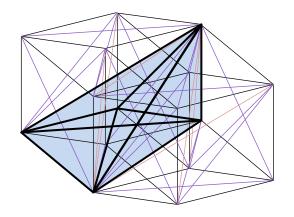
$x_4 \ge \overline{x_1} \ge x_2 \ge x_3$



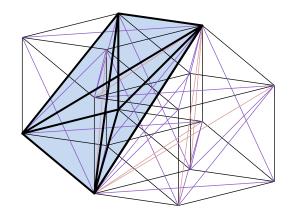
$x_4 \ge x_1 \ge x_3 \ge x_2$



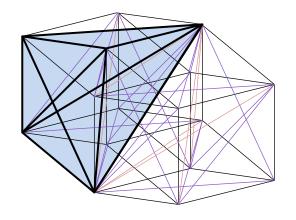
$x_4 \geq x_2 \geq x_1 \geq x_3$



$x_4 \ge \overline{x_2} \ge x_3 \ge x_1$



$x_4 \ge x_3 \ge x_1 \ge x_2$



$x_4 \ge \overline{x_3} \ge x_2 \ge x_1$

